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NINTENDO DS™



CLUB HOUSE GAMES™

INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.



Nintendo does not license the sale or use of products without the Official Nintendo Seal.

THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.



THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES DOWNLOADED FROM ONE GAME CARD.



THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.



THIS GAME IS COMPATIBLE WITH THE RUMBLE PAK ACCESSORY.

NEED HELP PLAYING A GAME?

Nintendo's game pages, at www.nintendo.com/games, feature walkthroughs, frequently-asked questions, and codes for many of our games. If your answer isn't there, check out our forums where you can exchange tips with other gamers online.

For more information about our forums, visit www.nintendo.com/community.

If you don't have access to the web-site, recorded tips for many titles are available on Nintendo's Power Line at (425) 885-7529. This may be a long-distance call, so please ask permission from whoever pays the phone bill.



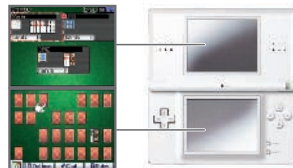
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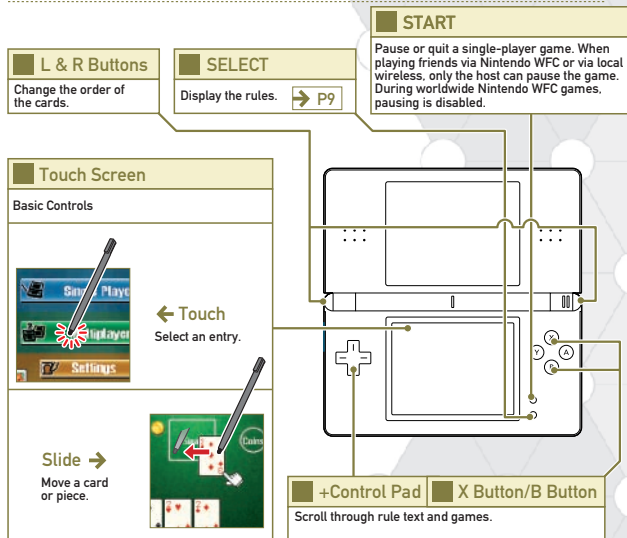
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KEEP IN MIND...

- In this instruction booklet, all single screen shots denote the Touch Screen.
- Closing your DS and putting it into Sleep Mode will save battery power. Sleep Mode ends automatically when you open your DS again. However, this feature doesn't work when playing via Nintendo WFC.



Clubhouse Games can be played using the Touch Screen alone. The buttons are used to scroll through rules.



To return to the title screen, press the L Button, R Button, START, and SELECT. However you can't do this if you're playing a game via Nintendo WFC.

Make sure your Nintendo DS is off, insert the Clubhouse Games Game Card into the DS Game Card slot, and turn the power on.

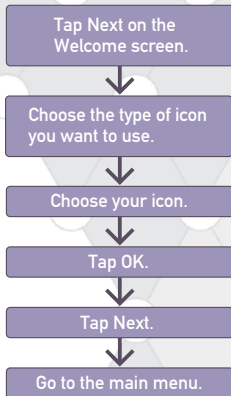
- 1 The start-up screen to the right will appear. Tap the Touch Screen to move to the DS Menu Screen.
- 2 On the DS Menu Screen, tap the Clubhouse Games panel to start the game. *If you have your Nintendo DS start-up mode set to Auto, you won't have to go through these steps. See your Nintendo DS instruction booklet for more details.
- 3 Touch Start when the title screen appears. When playing for the first time, the Player Setup screen will appear. → P6
All subsequent times, the main menu will appear. → P7



PLAYER SETUP

The first time that you play, the Welcome screen will appear. Follow the steps to the right to choose your icon. Your player name will default to the one registered on your DS.

You can also change your name and icon by tapping Settings in the main menu.



■ Saving

At the end of each game, the results and rule settings are saved. If you want to clear all of your save data, press the L, R, A, B, X, and Y Buttons at the same time at the title screen. **Data that you erased can't be recovered, so please be careful.**

MAIN MENU

Tap a button on the Touch Screen to select it.

● Single Player → P10 - 15

Play single-player games against the computer players (CPU).

● Multiplayer → P16 - 19

Battle other players via DS Wireless Play or over Nintendo Wi-Fi Connection, and send gifts to people without copies of Clubhouse Games through DS Download Play.

● Settings

Change the music or your player information here. After you change your settings and tap OK, your data is saved.



Sound	Change the Surround setting and the background music.
Icon	Change your player icon.
Name	Change your player name. If you tap DS Name, your name will default to the name registered on your DS.



All the basic controls happen on the Touch Screen, while the top screen shows the player order and scores.

GAME SCREENS

Top Screen

This shows the player order and status.

Player Icon

This shows your icon.

Options

Display the Options menu.



→ P9

Chat

Display the Chat screen.



→ P20 - 21

Rules

Display the game's rules.



→ P9



PictoChat Search

When you have the PictoChat search turned on, this icon will flash if there is someone nearby on PictoChat.



→ P21

Options

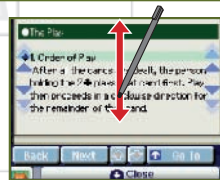
Change various game settings here by tapping On or Off. The settings you can change depend on the game that you're playing. These settings are saved when your game ends.



Auto Sort	Your cards sort automatically during a card game.
Hint	Turn on hints such as having playable cards flash.
Tips	Turn on instructions that tell you what to do next.
Chat Display	Turn on the chat display. → P21
PictoChat Search	Turn this on, and the chat icon in the upper right will flash when someone nearby is using PictoChat. You can't save your PictoChat Search settings.
Open Room	Turn this on to keep your room open for new players while you're playing a Nintendo WFC Friends match. You can't save your Open Room settings.
Quit/Pause	Pause your game by tapping START. Tap Quit to end it.

Rules

Check the game rules by tapping Rules. Scroll through the text by sliding the stylus up and down. To display all the sections in the Rules, touch Go To.





This is the menu for single-player games. You can choose from three modes: Free Play, Stamp mode, and Mission mode.

SINGLE PLAYER MENU

Tap Single Player to display the Single Player menu. Then touch the mode that you want to play.

Free Play → P11 - 12

Choose any game to play and set the rules as you like.

Stamp Mode → P13

Play the games in order, and collect stamps to clear this mode.

Mission Mode → P14

Play 30 specific missions that are based on the games in Free Play.



FREE PLAY

Play any of the games you've unlocked with the rules of your choice.

Game Selection

Tap through the different game types and then tap the game of your choice. Touch and hold Records to display the number of times you've played and won.



Game Confirmation

After you choose a game, you move to the Game Confirmation screen. Tap Settings to change the rules, and the number and difficulty of CPUs. Tap Start when you're ready to play.



Players	Change the difficulty and number of CPUs you play against.
Rules	Change a variety of rules.
Design	Change the way the game looks on the screen.

After you change a setting, tap OK. Your settings will automatically save. The settings you can change vary depending on the game.

Starting a Game

Depending on the game, the order of play might be determined randomly before the start of the game. The order will display on the top screen.



Results

When the game ends and your ranking appears, tap the Touch Screen. Everyone's results for that game will appear on the top screen, and the overall results for all players will be displayed on the Touch Screen.



After the Game's End

Play Again	Play the game again with the same settings.
Play a Different Game	Go to the Game Selection screen.

→ P11

STAMP MODE

In this mode, you play games in a specific order and collect stamps. You get three stamps when you come in first place, and two if you come in second place. For third place or lower, you receive one stamp. Once you earn three stamps, you move on to the next game.

Starting Stamp Mode

When you play the first time, touch Start New Game. If you have save data, tap Continue. If you tap Start New Game, your save data will be erased and you'll start over.

Starting a Game

Tap the game name to display the Stamp Confirmation screen. Then tap Start to begin. Tap Settings to display the current settings. You can't change the rules in Stamp mode.



MISSION MODE

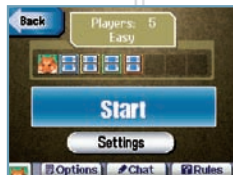
In this mode, you must clear 30 specific missions. Tap the group of missions you want to play, and then tap the name of the game to go to the Mission Confirmation screen. For each mission that you clear, you unlock an icon.

Icons

Once you unlock an icon, you can use it as your player icon.

Icon Types

Each group of missions corresponds to a type of icon.



Win Games and Designs!

Any grayed-out games or icons are locked. Unlock them by clearing games under certain conditions. You can see what the conditions for each are by touching and holding the game name with your stylus.

Locked Games



Locked games appear in Stamp mode.
 ➔ P13 If you clear them, you can play them in Free Play.

Locked Designs



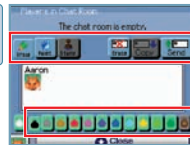
Unlock designs by winning the same game a number of times.

Locked Icons



Clear a mission to unlock an icon.

Locked Chat Features



Fulfill certain conditions in Stamp mode to unlock new chat features.

Multiplayer refers to playing games with other people via DS Wireless Play or Nintendo Wi-Fi Connection (Nintendo WFC). Through DS Download Play, even people who don't have Game Cards can play.

*Before playing via DS Wireless Play → P26 or Nintendo WFC, review how to connect and follow the steps for hosting and joining games.

MULTIPLAYER MENU

Tap Multiplayer from the main menu to display this.

Local Wireless → P17 - 18

Play up to seven friends who are nearby.

Nintendo WFC

Play up to seven friends around the world.

Ranks

Check the stats of past games.



LOCAL WIRELESS

Play against nearby friends in this mode.

Local Wireless Menu

First, choose whether to Create a Room or join a room.

Creating a Room

If you choose Create a Room, you will create your own room and wait for others to join you. Tap OK when everyone has joined you.

Finding a Room

- **Players with DS Game Cards**
Tap Find a Room, and when the host's name appears, tap it to join the room.
- **Players without DS Game Cards**
Turn the DS on and when the DS Menu Screen → P5 appears, tap DS Download Play. Then tap Clubhouse Games.

Icon Setting

Choose an icon. From here until the start of the game, player 1 takes the lead.



● Game Selection

Tap the game that you want to play. This will take you to the Game Confirmation screen.

● Game Confirmation

Tap Settings to open the settings menu. From here, you can change the players or number of CPUs by tapping Players. You can also change the rules by tapping Rules. Tap Start when you're ready to start your game.

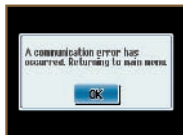


● Results Screen

When the game has ended and the results appear, the host can tap the Touch Screen to view the overall rankings. Then the host can tap Next and choose whether to play that game again or another game.

■ If a Communication Error Occurs...

If a communication error occurs during play, the game ends automatically. When the screen on the right appears, follow the instructions and return to the main menu.



■ GIFT EXCHANGE

Give a game to someone with a DS.

Host Controls



Choose the game you want to give, and when you see your friend's name on the next screen, touch Send Gift.



After the gift has been sent, tap OK and return to the main menu.

Recipient Controls



Touch DS Download Play on the DS Menu Screen and choose Clubhouse Games.




When the download is complete, you can play the game against the CPU.

The game that was given as a gift won't be erased if the DS goes into Sleep Mode. However, it will disappear if the DS is turned off.

Send and receive messages from others while playing in Multiplayer mode by tapping Chat. Chat functions differently over worldwide Nintendo WFC play than it does over local wireless and Nintendo WFC matches with friends.

CHATTING VIA LOCAL WIRELESS OR WITH FRIENDS VIA NINTENDO WFC

Use the stylus to draw or write a message on the Touch Screen.

Player's Icon Tap a player's icon to exclude that person from the chat. If you tap All, no more chat messages will be sent.		Board The area where you write your message.
Write or Draw You can write letters or draw pictures on the board.		Color Tap a color to either paint or write in it.
Erase Erase the message that you wrote on the screen.	Paint Fill in large spaces with color.	Stamp Tap the screen where you want your stamp to appear.
	Copy Copy the previous message you received or sent.	Send Send the message.

You'll unlock more colors and stamps as you progress through the game.

→ P15

Local Wireless and Nintendo WFC Friend Chat

When playing a multiplayer game via local wireless or with a friend via Nintendo WFC, chat is unrestricted. However, if you're playing a worldwide match over Nintendo WFC, chat is restricted to a set of phrases.

Chat Display

If you turn Chat Display on in Options → P9, then chat messages will appear constantly on the top screen. When it's off, you'll hear a bell ring and the Chat button will move when you have a message. The message will display when you tap Chat.



Chat Button

About PictoChat Search

If PictoChat Search is turned on in Options, the PictoChat icon will flash when someone nearby is PictoChatting. Please note that PictoChat is different from the Chat feature in Clubhouse Games. If you want to join in PictoChat, restart your DS and choose PictoChat from the DS menu to join a room. For details on how to use PictoChat, please read the DS hardware instruction booklet.



There are 42 different games in Clubhouse Games. For detailed instructions on how to play them, check the Rules section for each game.

A few of the games use rules created specifically for Clubhouse Games.



BASIC CARD GAMES

These are card games with straightforward rules. They include:

Old Maid	Take turns taking cards from other players. Just don't get stuck with the Queen.
Spit	Stack your cards sequentially on the shared cards. The player who goes out first wins!
I Doubt It	Lie with skill to get rid of your cards first.
Sevens	Place cards down in order around the 7's in the center to get rid of your cards first.
Memory	Turn the face-down cards over and try to make pairs.
Pig	Swap cards to create four of a kind. Once someone has four of a kind, all players race to grab a coin!

When you finish before your opponents

When you finish before your opponents, you watch the rest of the game. If you touch your opponents' icons, you can see what is in their hands.

Opponents' Icons



INTERMEDIATE CARD GAMES

These card games are a little more complicated, and are designed for the slightly more experienced player.

Blackjack	Bet your chips and compete against the dealer for the strongest hand.
Hearts	Force your opponents to take hearts or the queen of spades.
President	Get rid of your cards first by playing cards of greater value than your opponents.
Rummy	Make sets with your hand in order to go out first.
Seven Bridge	Get rid of your cards first by creating sets. Sevens are special in this game.
Last Card	Play a card of the same suit as the player before you.
Last Card Plus	Play a card of the same suit or value as the player before you.



ADVANCED CARD GAMES

These card games require more skill and are designed for the more sophisticated card player.

Five Card Draw	Create a hand with the cards that you have been dealt and battle against other players for the strongest hand.
Texas Hold 'Em	Create the best hand using the cards you have been dealt and the community cards. The player with the strongest hand wins the pot.
Nap	Players bid on how many tricks they'll take and try to meet that bid.
Spades	Players split up into teams of two in this trick-taking game.
Contract Bridge	Players split into offensive and defensive teams in this trick-taking game.

BASIC BOARD GAMES

These are simple board games that are a snap to learn.

Chinese Checkers	Move your six pieces to your goal first.
Checkers	Take your opponent's pieces by jumping over them.
Dots and Boxes	Takes turns connecting the dots. The player to complete the most squares wins.
Hasami Shogi	Slide your tiles along the grid to sandwich and take your opponent's pieces.
Turncoat	Capture your opponent's pieces by sandwiching them between yours. The player with the most pieces wins.
Connect Five	Get five pieces in a row first.
Grid Attack	Attack your opponent space by space to defeat all of his pieces before he gets yours!

ADVANCED BOARD GAMES

These board games are a little more challenging and will take more practice to master.

Backgammon	Roll the dice and move your pieces to get all 15 of them to your goal first.
Chess	Move your 16 pieces across the board to take your opponent's king.
Shogi	Move your 20 pieces across the board to take your opponent's king.
Field Tactics	Attack your opponent's pieces to take his base.
Ludo	Roll the dice and get all four of your pieces to the goal first.

VARIETY GAMES

From Dominoes to Word Balloon, there are a variety of games here.

Soda Shake	Take turns shaking the bottle, but don't be the one to make it pop!
Dominoes	Take turns placing tiles and get rid of them before anyone else.
Koi-Koi	This is the traditional Japanese card game, Hanafuda, using Koi-Koi rules.
Word Balloon	Pick letters to guess the identity of the hidden word before popping all of your balloons.

ACTION GAMES

Slide balls, blocks, or darts to win in these games.

Bowling	Roll the ball and battle to knock down the most pins.
Darts	Throw your darts and battle for the most points.
Billiards	Be the first to sink the 9 ball.
Balance	Drop boxes onto an unstable platform, but don't be the one to knock them off!
Takeover	Knock your pieces onto the platform and battle for the most points.

SINGLE PLAYER GAMES

Play these games when you want to challenge yourself.

Solitaire	Move all the cards to the foundation piles to win.
Mahjong Solitaire	Match open tiles to clear them all.
Escape	Move the pieces to free the largest tile.

LOCAL WIRELESS PLAY



Here is an explanation of how local wireless play works.

DS Wireless Play



What you need

- ☐ Nintendo DS 2-8
- ☐ Clubhouse Games Game Card 2-8



Controls

1. Check to make sure that each DS is turned off. Insert one Clubhouse Games Game Card into each DS Game Card slot.
2. Turn the power on. The DS Menu Screen will appear.
3. Tap Clubhouse Games.
4. Please refer to page 16 for instructions on how to proceed further.



Sleep Mode in Multiplayer

If all players close their DSs, you can pause the game. When you want to restart the game, open the DSs and choose Resume Connect.

Anyone can pause the game or go to the results screen after the game has ended.

DS Download Play



What you need

- ☐ Nintendo DS 2-8
- ☐ Clubhouse Games Game Card 1



Host Controls

1. Check that the DS is turned off and insert the Game Card into the DS Game Card slot.
2. Turn the power on, and the DS Menu Screen will appear.
3. Tap the Clubhouse Games panel.
4. Please refer to page 17 for instructions on how to proceed further.



Game list screen.



Guest Controls

1. Turn the power on, and the DS Menu Screen will appear.
2. Tap DS Download Play.
3. Tap Clubhouse Games. The download confirmation screen will appear.
4. If it is correct, tap Yes to download the data from the host.
5. Please refer to page 17 or 19 for instructions on how to proceed further.



Download Confirmation Screen.

Nintendo Wi-Fi Connection allows multiple Clubhouse Games owners to play together over the Internet—even when separated by long distances.

- To play Nintendo DS games over the Internet, you must set up Nintendo Wi-Fi Connection (Nintendo WFC) on your Nintendo DS system. Please see the separate Nintendo Wi-Fi Connection instruction booklet included with this game for directions on setting up your Nintendo DS.
- To complete the Nintendo WFC setup, you will also need access to a PC that has a wireless network device installed (such as a wireless router) and an active broadband or DSL Internet account.
- If you do not have a wireless network device installed on your PC, you can order a Nintendo Wi-Fi USB Connector (sold separately) directly from Nintendo. See the separate Nintendo WFC instruction booklet for more information.
- Nintendo Wi-Fi Connection game play uses more battery power than other game play. You may prefer to use the AC Adapter to prevent running out of power when using Nintendo Wi-Fi Connection.
- You can also play Nintendo WFC-compatible games at selected Internet hotspots without additional setup.
- The Terms of Use Agreement which governs Nintendo Wi-Fi Connection game play is available in the Nintendo Wi-Fi Connection instruction booklet or online at www.nintendowifi.com/terms.

For additional information on the Nintendo WFC, or setting up your Nintendo DS, or for a list of available Internet hotspots, visit www.nintendowifi.com (USA, Canada, and Latin America) or call 1-800-895-1672 (USA/Canada only).

NINTENDO WFC

From the Multiplayer menu, tap Nintendo WFC to reach the Nintendo WFC menu. When you connect to Nintendo WFC, the hardware and Game Card are treated as a set, so always use the same DS and Clubhouse Games Game Card when playing via Nintendo WFC. For more information, please refer to the Nintendo Wi-Fi Connection instruction booklet.



Wi-Fi Battle	Connect to Nintendo WFC and choose either a worldwide or friend battle.
Friend Settings	Check your friend code or add someone to your friend roster.
Wi-Fi Settings	Adjust the settings used to connect to Nintendo WFC.

Troubleshooting

If you can't connect to Nintendo WFC, an error message and error code will appear. For more information, please refer to the Nintendo Wi-Fi Connection instruction booklet.



■ WORLDWIDE BATTLE

If you choose Worldwide, you can play against people around the world via Nintendo WFC.

■ CHOOSING A GAME

After you choose to play a worldwide battle, pick a game to play from the Worldwide Game Selection screen. From this screen, you can also see your records from previous worldwide battles.

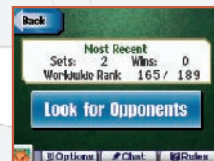


■ Caution

If you turn the power off during a battle or do something to disconnect from Nintendo WFC, your rank goes down. Please be careful.

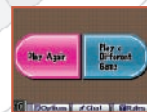
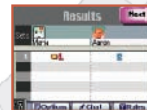
■ FINDING AN OPPONENT

After you choose a game, the Worldwide Confirmation screen will appear. You can check your records here. Then tap Look for Opponents. When your opponents are found, ???????? will appear in your room. Two-player games start as soon as an opponent is found. Games with a flexible number of players won't start until a certain amount of time has passed or the room fills up.



■ RESULTS SCREEN

After the game ends, the results will appear. From here, you can choose whether to play the game again or quit and play another game. If you quit, you can choose between checking your rank and returning to the Game Selection screen.



■ FRIEND BATTLE

In this mode, you can battle people on your friend roster as long as they're connected to Nintendo WFC. To do this, choose whether to join or create a room. If you have no one on your friend roster, you can't play a friend battle.

■ SEARCH FOR AN OPPONENT

Choose to create a room or join a room, then choose the game you want to play.

● Create a Room

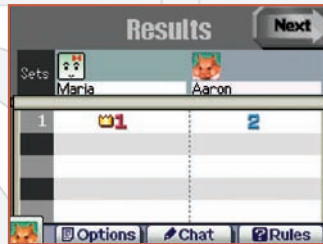
Host a game and search for friends to challenge. After everyone is inside the room, tap OK and choose the game you want to play.

● Find a Room

Join a game being hosted by a friend. Once a room has been found, the host's nickname will appear. Tap it to join the room.

■ RESULTS SCREEN

After the game ends, the results screen will appear. From here, the host can choose whether to play again or play a different game.



■ FRIEND SETTINGS

From the Friend Settings menu, you can view your friend roster, add new friends, and check your own friend code.

Your friend code is a 12-digit number that's automatically issued to you after you connect to Nintendo WFC for the first time. Exchange this code with your friends and add them to your friend roster.

■ FRIEND ROSTER

Tap Register a Friend to view and modify your friend roster. Tap a name to edit or delete it.



■ ADDING A FRIEND

Follow these steps to add people to your friend roster. You can have 64 people on your friend roster at a time.

Opponents you've played via local wireless are automatically added to your friend roster.

● Register a Friend Code

Enter a friend code to register that friend. After entering the friend code, enter the friend's name.



● Connect to Nintendo WFC

After adding a friend code to your roster, connect to Nintendo WFC to confirm that the friend code is valid.

■ CHECK CODE

Tap this to check your own friend code.



Important Legal Information

REV-D

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REV-P

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